

# Doll of Pain

## Summoning and Bonding

- The doll appears to be like any other doll, and no check can prove otherwise when the doll is inanimate.
- When touched by a living creature of intelligence 6 or greater, the doll latches on.
- The doll can be ripped off with a successful DC 20 strength check. Another creature can assist to give the initial target advantage on the check, but then must succeed a DC 20 Dex check if the assisting creature is living and Int 6 or greater; if they fail the Dex check, another Strength save is made by the new host.
- Once the doll is latched on, it crawls up the host and straps itself in using its arms, legs, hair, and any other attachments it has acquired.
- After (1d4) hours the doll's hair is so intertwined with its host's hair that the hair cannot be cut off the host or doll. The doll can only be removed by the death of a host or by the host becoming undead. The hair of the doll back threads itself into the host's hair follicles and hijacks all the host's senses to supplement her own. She cannot control these senses nor alter them in any way, just has the ability to sense what the host does. If the host has no hair, the dolls hair just probes for the old hair follicles or anything similar (under scales for instance), and snakes her hair in there. This process inflicts no pain.

## Doll Removal

- Before the bonding hours pass, the doll may be removed by completely shaving its host's hair, and care must be taken not to be touched by another living creature, or the creature must succeed the bonding checks
- The doll can also be removed by a Paladin or Cleric of faith on holy ground, however, the character must take a 1d6 days of recovery or will take disadvantage on all wisdom checks and saving throws for a week.

## Doll Features

- The doll can attach parts or rearrange its parts as it deems necessary. If the doll removes a part from her head or a creature removes a part, (DC is 10 strength check) the part deanimates. The head cannot be removed in this way, but parts of the head can.
- The doll can add any parts and gain control of them as the DM sees fit. The doll can request to be given something, and if that thing is handed to it, a magical needle appears and sews that part onto the doll in whatever location it wants.
- The doll can never, ever directly inflict pain, not even hair pulling.
- The only two things of the doll that can never be separated are the hair and head; any other add-ons, body parts

## Other Lore

- The doll is not killable. But, it is only living when touching another living creature.
- Will transfer to another living creature upon contact if it believes it can commit more mischief with said creature.
- Cannot transfer to undead nor to creatures of intelligence 6 or less.

## **Doll Effects**

- The doll causes disadvantage in stealth checks unless its mouth is removed or silence is cast on it.
- The doll cause advantage on search checks and communicate this when it has a mouth.
- The doll will try to get her host into fights through verbal misdirection or insulting.
- The doll loves and encourages her host to inflict pain.
- The doll will try to get her host to torture a creature by saying the target is lying (the target will always be “lying” or “hiding something”).
- The doll will seem like a friend to the host and her allies (wants to try to infuse the host with trust), and sometimes inform the host of incoming “danger”.
- The doll gains temporary power that is manifested by the host whenever the host willfully inflicts pain.
- The doll gives the deals 1 acid damage whenever the host willfully inflicts pain. In combat, this occurs with a successful physical hit. In torture or even a playful slap, 1 acid damage is dealt and then the host must make a DC 10 Strength saving throw. For each failed saving throw, 1 additional damage is dealt, and the target is blasted with acid. The damage is dealt immediately after each failed save.

## **Backstory**

- True master of the death house, was attached to Mr. Durst and drove Mr. and Mrs. Durst to believe what they did was helping everyone and the right thing to do.
- Confined to the death house after the beheading of Mr. Durst by Strahd.
- Once an imp that caused much mischief and delighted in causing pain. She did so by “advising” the town medicine man or doctor. She told her human companion of crazy forgotten remedies she knew of and told the host that they would become famous for rediscovering them. The “remedies” always caused terrible pain and told the doctors that the pain was either due to the cleansing of the patient or that the doctor had not executed it right. The Dark Powers loved the havoc the imp caused and so she was moved to Ravenloft and given a small house to terrorize, causing friends to turn on one another. She became immortal, allowing her to cause pain for all eternity. The curse of the imp, however, was that she became a doll and that to become alive, she had to be touched and latch onto a living host. She can always hear what is around her, it is the one sense she never loses
- When Strahd moved into Ravenloft, his power grew and soon consumed the imps domain. However, the doll was still cursed in that it had to wait until a creature summoned it by touching it. It now has much less power, as it is not a dark lord, but it is still cursed, immortal and loves to help others inflict pain, it lives on others pain.
- If its host dies while in the death house, it disappears and respawns in the upstairs bedroom where found, otherwise, it remains inanimate with its host.